

Frootsie Bop Setup Guide

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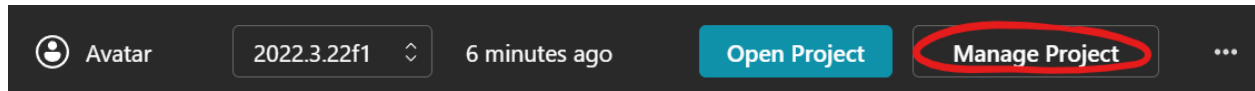
This guide will help you set up your Frootsie Bop asset in Unity to use in VRChat.

Requirements

- VRChat Creator Companion with Unity 2022.3.22f1
 - The latest VRC SDK
 - [VRCFury](#)
- VR Only. Does not equip to hands on Desktop or Mobile.
 - Controls rely on VR controllers/gestures and contact receivers/senders that can't be replicated in Desktop mode.
- Poyomi version 8.1.167 or newer (Can change to something else later if desired)
- Any Avatar with Hands

Installation

In the VRChat Creator Companion, select “Manage Project” on your preferred avatar project.



Make sure you have the latest VRChat SDKs, [VRCFury](#), and that you are on Unity 2022.3.22f1. Gesture Manager is optional.

A screenshot of the 'Manage Packages' window in Unity. It features a search bar at the top, a 'Selected Repos' dropdown set to 'Multiple Repositories', and a table of installed and available packages.

Name	Installed Version	Latest Version		
VRChat Package Resolver Tool	0.1.29	0.1.29	Official	⊖
VRChat SDK - Base	3.7.5	3.7.5	Official	⊖
VRChat SDK - Avatars	3.7.5	3.7.5	Official	⊖
Gesture Manager	3.9.3	3.9.3	Curated	⊖
VRCFury	1.1151.0	1.1151.0	Community	⊖

Download the Unity packages for Frootsie Bop and Poyomi Toon Shader, unzip, and save where you'd like on your computer. First (if it's not already in your existing avatar scene already) drag the Poyomi Toon Shader package into the Assets window in Unity and install.

Once Poyomi has finished installing, you may drag the Frootsie Bop package into the Assets window and install.



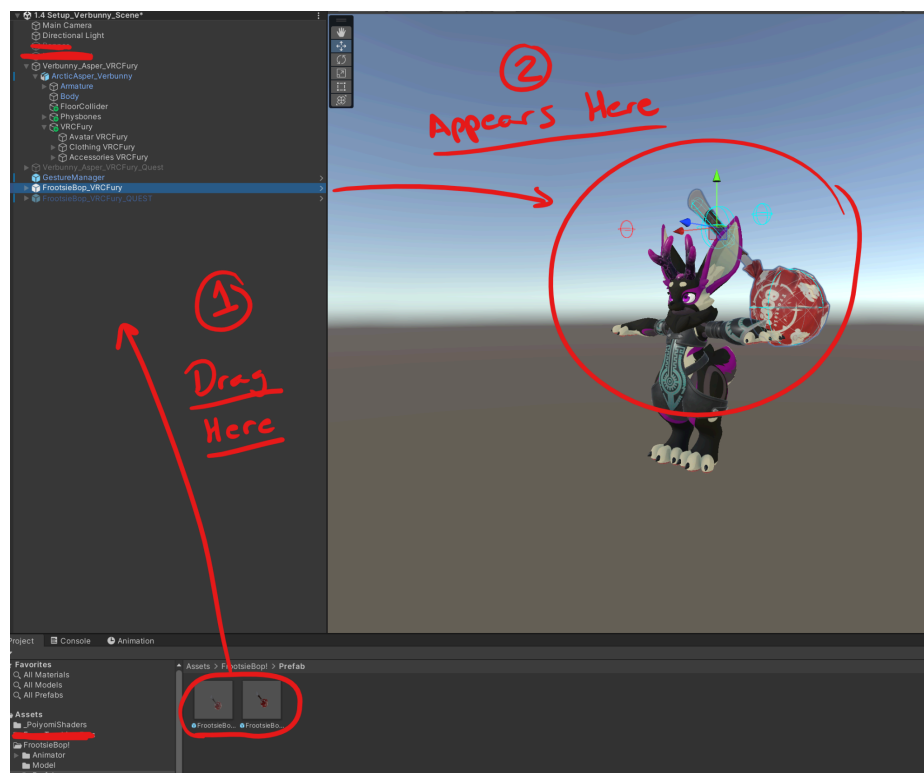
Open the FrootsieBop folder, then the Prefab folder.



You'll see a PC version (2,159 polygons) and a Quest version (1,688 polygons)
The Quest version is a reduced polygon count and uses a Quest-friendly shader.

Setup

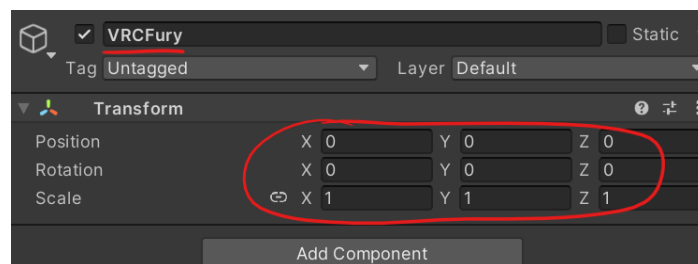
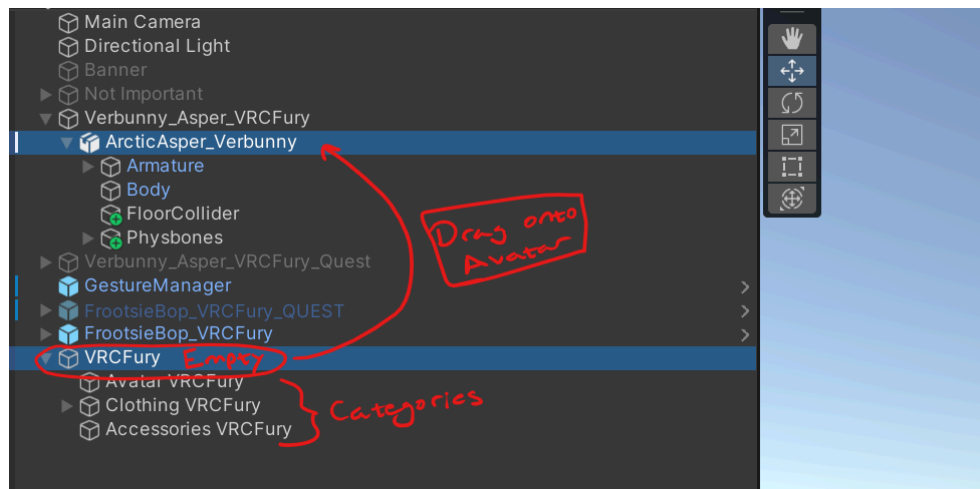
Drag your prefab(s) to an empty spot in your hierarchy. This will place it at world 0,0,0.



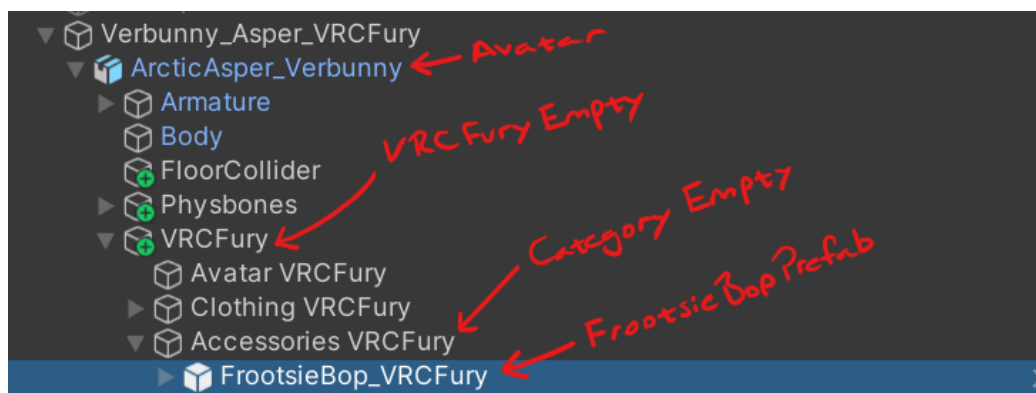
This is preference, but I recommend creating a new empty and naming it “VRCFury.”

(You may also make more empties with named categories within the “VRCFury” empty you just created. This is for organizational purposes, but that’s optional. In this case, I named a category “Accessories.”)

Make sure your all your empties transforms are 0,0,0. Scale should be 1,1,1.

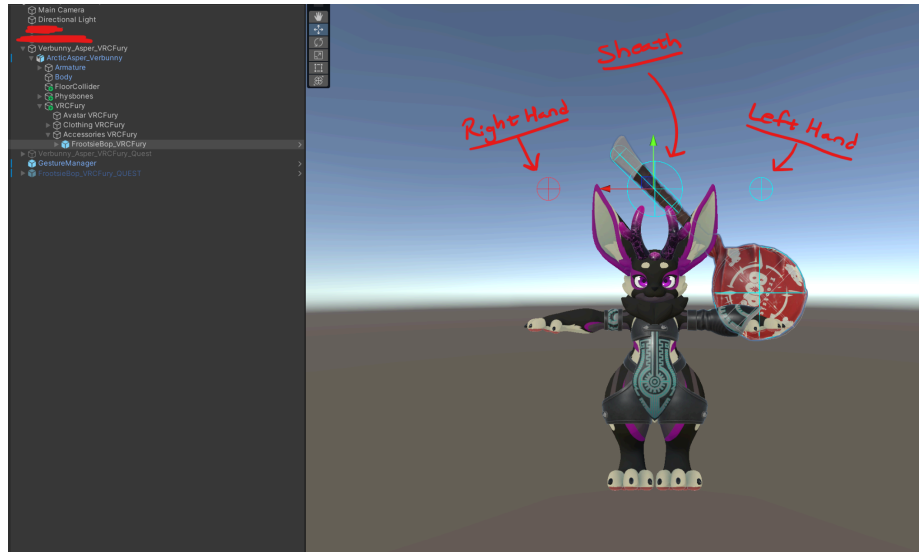


For your PC avatar, drag the non-Quest Frootsie Bop to the avatar or the named empty we made earlier.



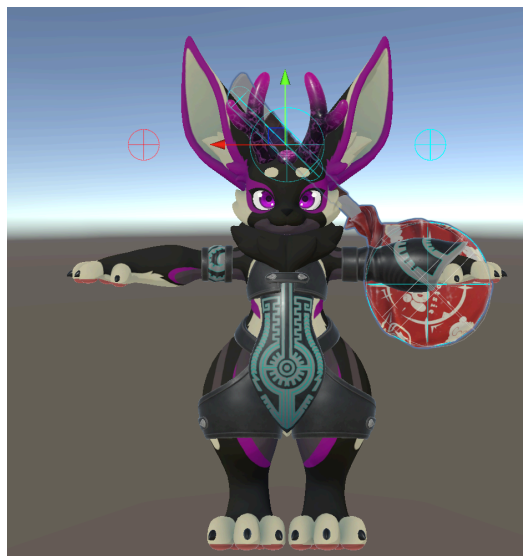
Aligning to Your Avatar

When all of the above is set up, it should look like this:

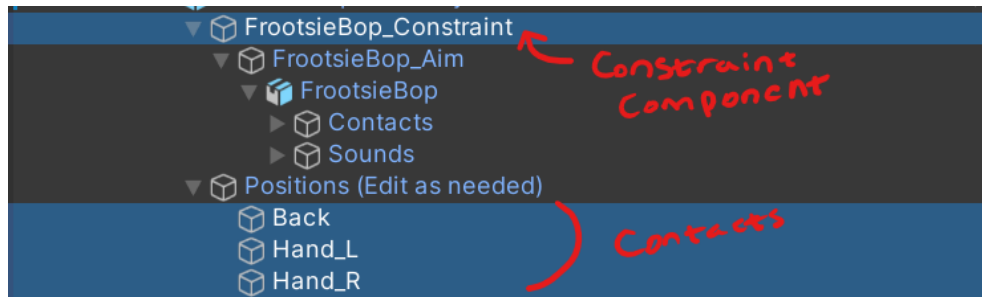


The red sphere is your right hand. The small blue one is your left hand. The big blue one in the middle is your “sheathed” position.

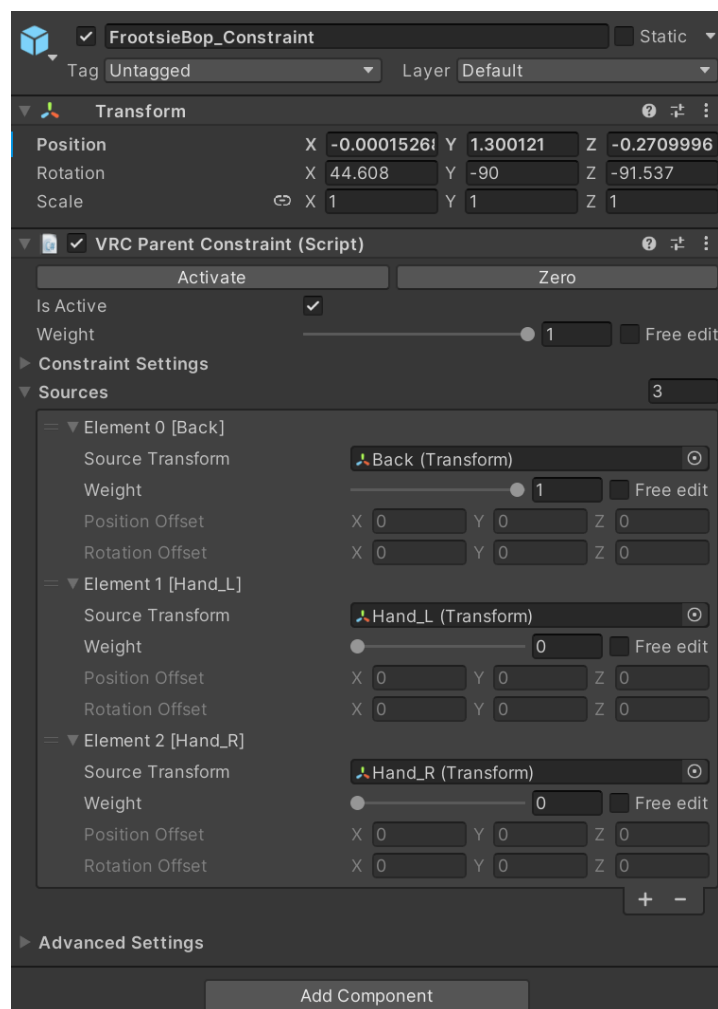
First, scale the Frootsie Bop to a relatively decent size for your avatar from the top of the prefab “FrootsieBop_VRCFury.” Since my avatar is smaller, I scaled it down to 0.8. This will alter the overall size of the colliders, but since it’s relative to the size of your avatar, it shouldn’t matter much.



Next we will align the position contacts. We will be working with the Positions as well as the FrootsieBop_Constraint component in the hierarchy.

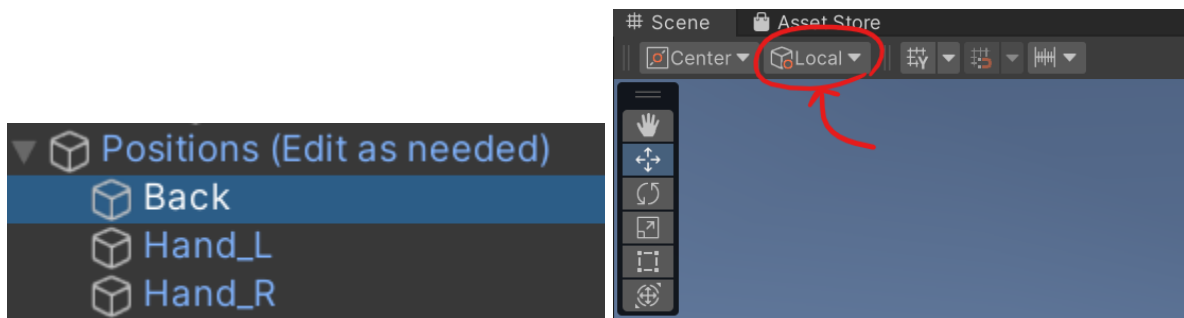


On the FrootsieBop Constraint, we have three sources: Back, Hand_L, and Hand_R. By default, Back is set to 1. If you want to see it on Hand_L, turn that to 1 and the other two to 0. Same for Hand_R. (When finished aligning, set Back to 1 again and Hands to 0).

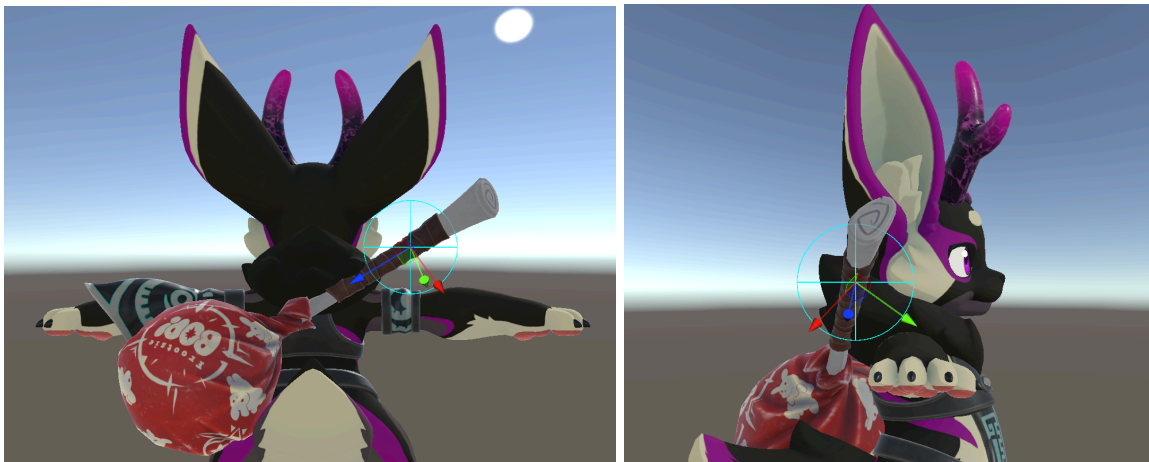


Back position

Making sure the constraint for Back is set to 1 and both Hands are at 0, we can click on the Back position in the Hierarchy. And set the gizmo to Local. This will help transform along the model's axis.



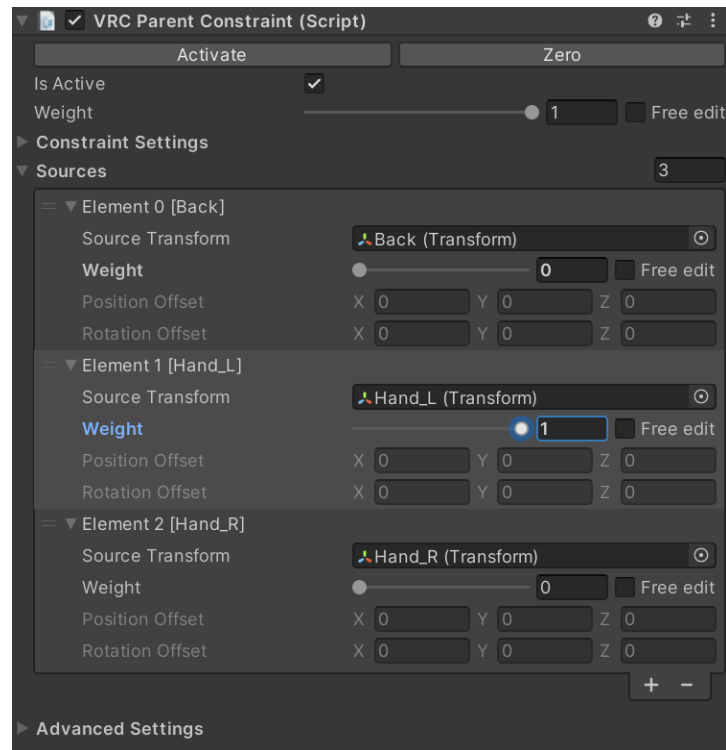
You may then align the Back contact to any position you'd like. If you are right-handed, put on above and behind your right shoulder (Left shoulder for lefties). You may also place on your hip if you choose. For me, I'll be placing on my back.



Make sure you can physically reach this position naturally.

Hand Positions

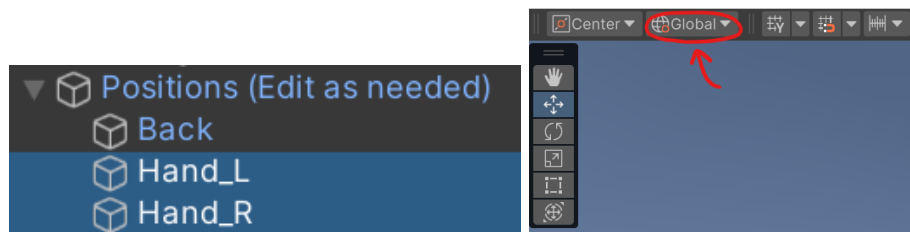
Click on the FrootsieBop_Constraint in the Hierarchy and look in the Inspector window. Change the Back to 0 and either Hand_L or Hand_R to 1. (Do **NOT** set both to 1). I will use Hand_L for this example.



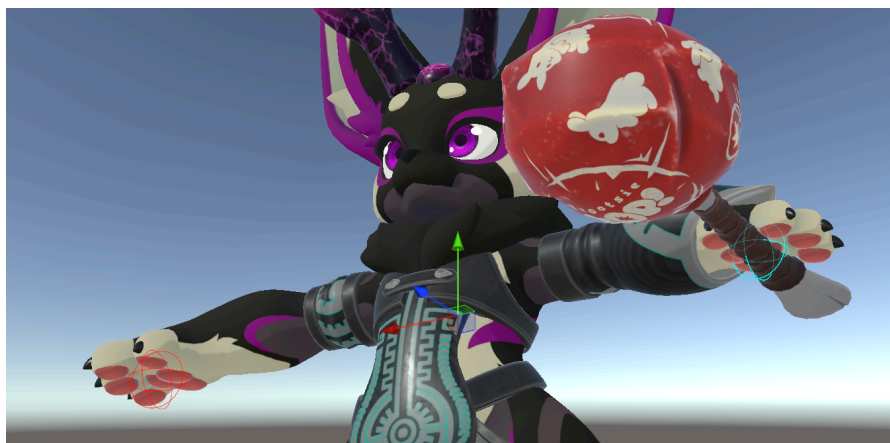
Now the Frootsie Bop is parented to the Hand_L contact.



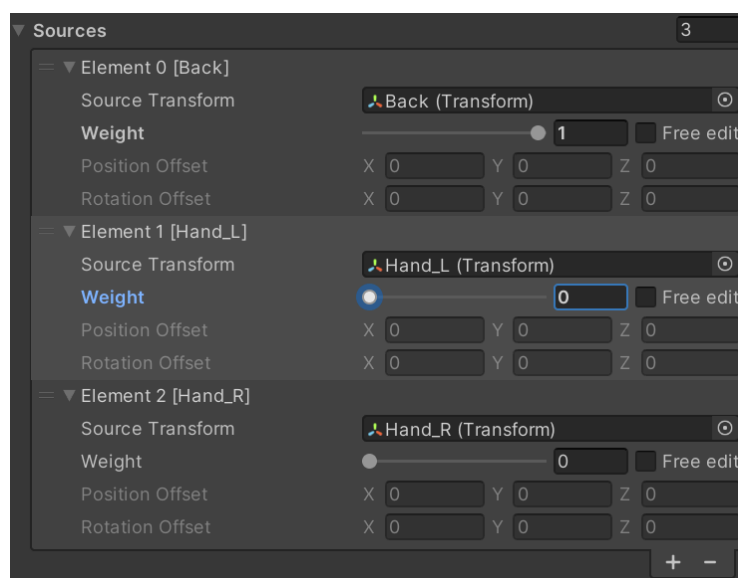
With both Hand contacts selected and the transform set to Global. Move the contacts to align just below your palms. Use the model as reference for where the grip will sit.



When aligning, be sure that the X position of Hand_L is the exact same as Hand_R but in the negative direction, so they are in the same place on either hand.



Once this is done, and you're satisfied with the positioning, change the constraint for Back to 1 and both Hands to 0 like before.

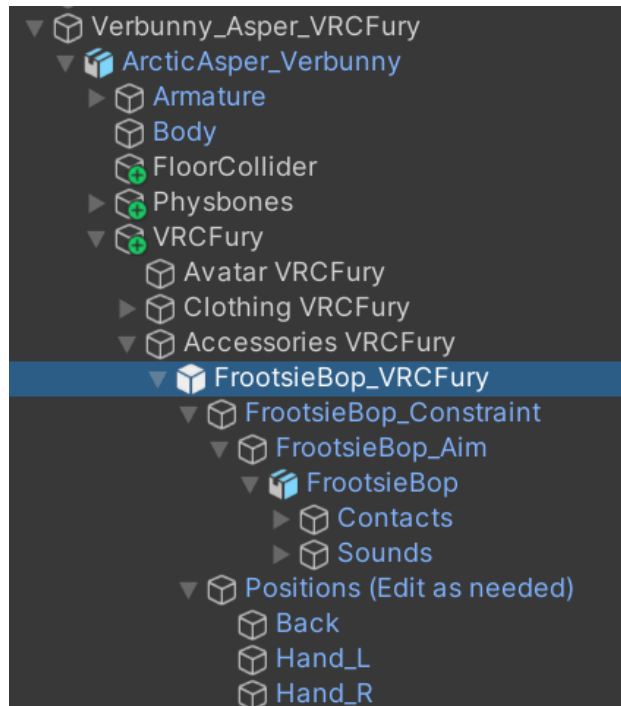


Uploading

Once your Frootsie Bop is set, it should look something like this: Frootsie Bop should be parented to the Back contact (wherever you placed it).



And your prefab parented under your avatar (Whether in an empty or not).



If you've done all of the above correctly, you should be able to upload just fine. At the moment, the Frootsie Bop should only take up 7-10 parameter space.

PC/Quest Syncing

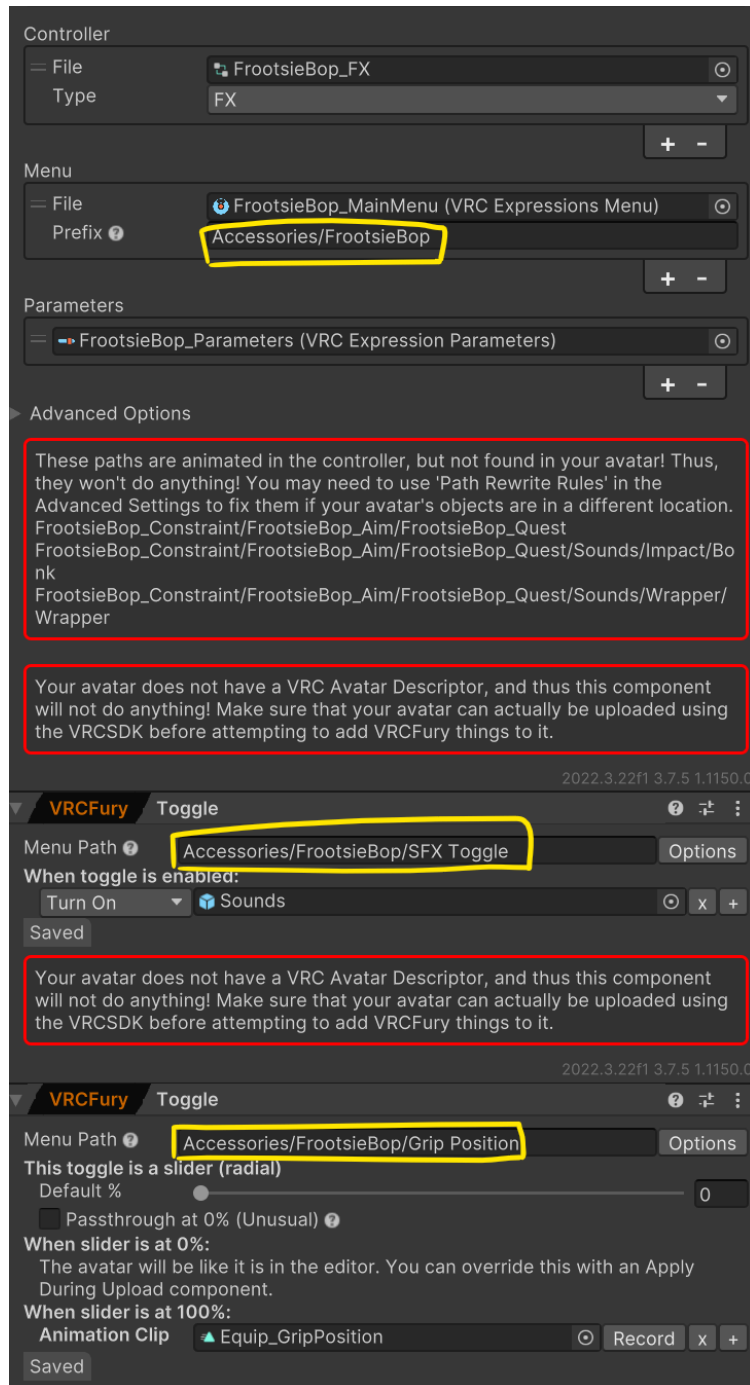
If uploading an avatar with a Quest avatar attached to it, make sure your prefabs and modules are synced and in the same order in each of their hierarchies in Unity.

If the avatar's prefabs are loaded out of order between PC and Quest, your toggles and sliders will be out of sync and you may not even know it.

If uploading a prefab for PC only, make sure it's at the end of your PC avatar's hierarchy. Or at least past the last Quest/PC synced prefabs.

VRCFury Editing

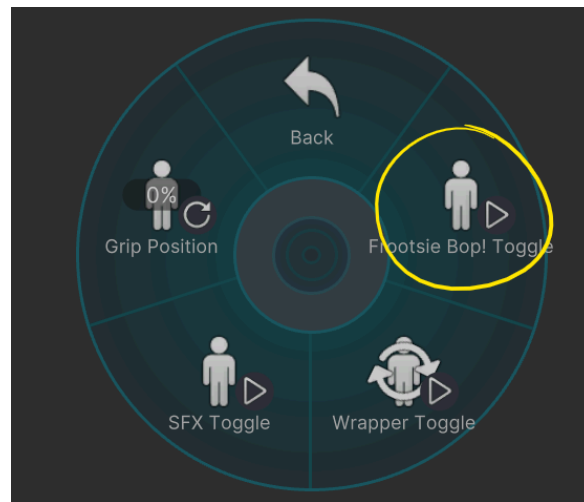
If you are well familiar with how VRCFury prefabs are set up, and would like to change where it goes, click on the prefab and look at the inspector. You'll see I have set it to create an "Accessories" menu first, then open the "FrootsieBop menu" (Accessories/FrootsieBop). You may change the Menu Paths as you please to fit your personal avatar setup.



VRChat Controls

Here is how to use the FrootsieBop in VRChat. Just as a reminder, this **DOES NOT** work on desktop or mobile mode. You can toggle it on and off on your back, but you won't be able to wield in your hand. You must be in VR mode to use.

First, go to the directory in your radial menu and hit the “Frootsie Bop! Toggle.”

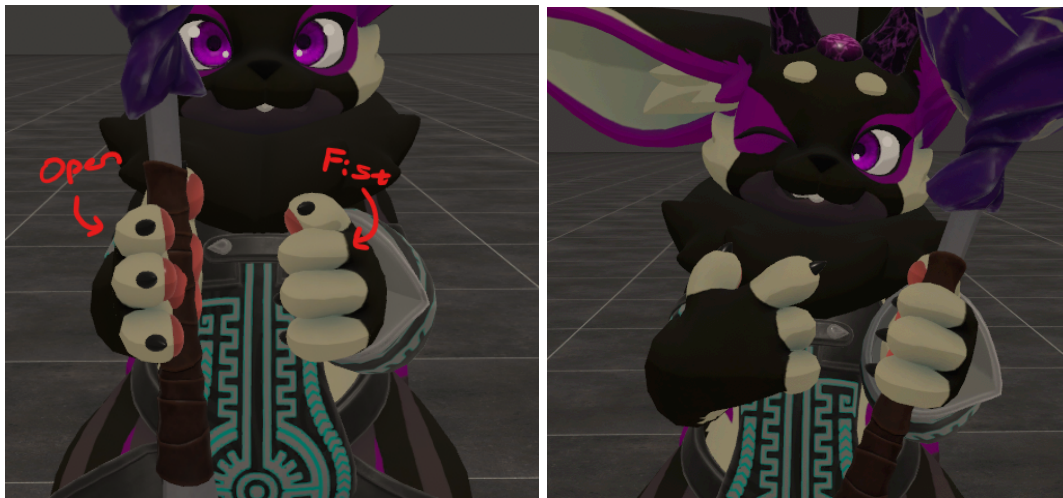


The Frootsie Bop will appear where you placed it in Unity on your “Back” contact.

To wield it, you must have your fist closed **AND** trigger pressed as you place your hand into the “Back” contact. It will then snap to your hand.



To switch hands. The hand wielding the FrootsieBop **MUST** be open and the opposite hand in a fist. When you bring the hands together, the Frootsie Bop will switch to the other hand.



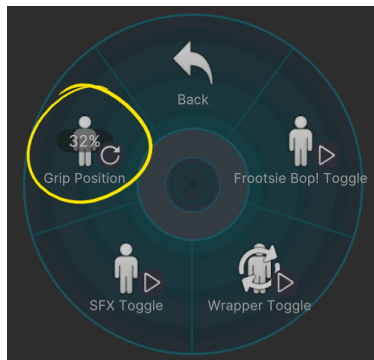
If you bring the opposite hand to the lower handle while it is in a fist, you will activate **2-HANDED** mode. This way, the lower handle will always point to your off-hand until you release your fist. This is **AMBIDEXTEROUS** and can be done left or right-handed.



There are two ways to remove the wrapper. One is simply with the button. Otherwise, you can grip and pull away from the wrapper to remove it. Press the menu button to put it back on.



You can change the grip placement of the dominant hand with a slider in the menu.



100% is higher, 0% is lower. Setting to 100% is better for 2-Handed wielding.

Or for better reach to taste your weapon!
Mmmm... Tasty <3



To un-wield your Frootsie Bop, there are two ways. First, you can toggle it off in the menu. Second, you can place it back on your “Back” contact with an **OPEN HAND**.



You can toggle the SFX in the menu as well. There are two SFX total.
(These are removed on Quest).



A *BONK* SFX will trigger when put in contact with another player's head collider.
(Not with your own.)

Removing the wrapper will trigger a paper SFX. The SFX toggle must be on for these to play.

That's all, Folks!

